

Chapter 4, lesson 51, Door ornaments

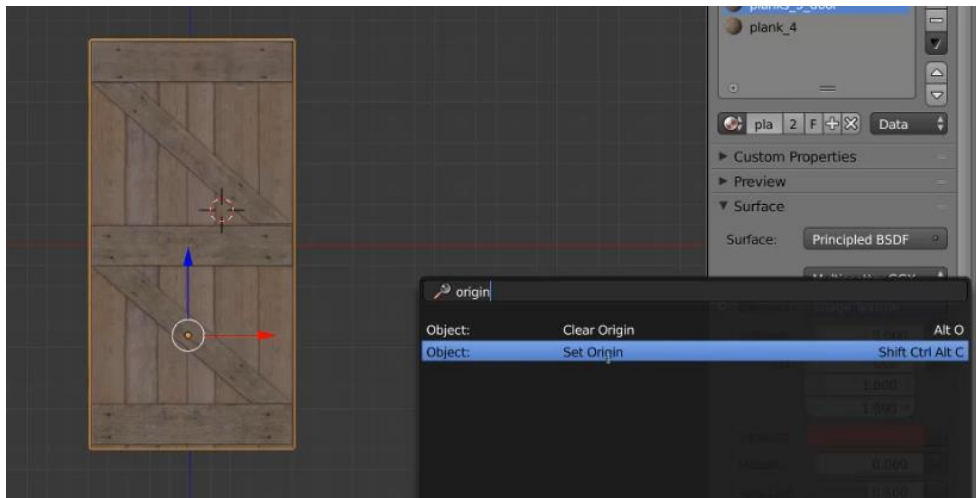
In this lesson we are going to use some creative freedom to decorate the building. We will take a detour from the reference and make slight adjustments that will change the look of our building compared to the reference.

Chapter 4, lesson 51, Door ornament

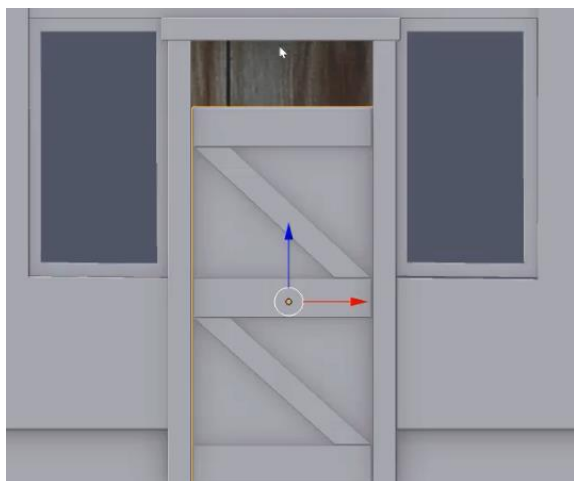
In the last lesson we completed the door. We continue right where we left off by combining the door with the plans we created to give the sense of depth. Use box selection with **"B"**, select the door with its companion components and join them together with **"ctrl+j"**. When joining objects, the active object has the lighter orange outline and will be the main object that all the other selected objects will be joined to. This object's origin will be the one that remains, same is true for the modifier stack. If the other objects contain modifiers they will be deleted before joining the objects and only the main object's modifier stack will remain and have its effect applied to the whole new object.

Materials however will not be deleted. They will merge together, and the final object will contain all the previous materials from all the joined objects. Same goes for UV-maps.

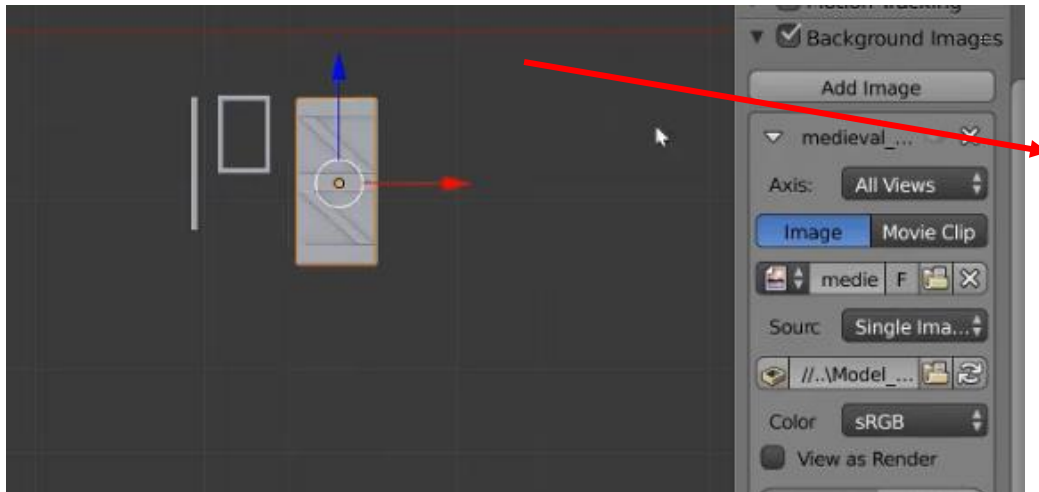
If your origin happens to end up in a place where you don't want it after joining the objects, you can use the **"ctrl+alt+shift+c"** keyboard shortcut to set the "origin to geometry". There is also an alternative way. You can press **"space"** and start to type "set origin" and Blender will filter out a list of all the settings in the program down to the search term and you will find the menu to set the origin. This search function can be used to find and change nearly any setting within the program if you know the term to search for.



Now move the door to the first layer. Select it, hit **"M"** and pick the layer. Then scale the door to fit roughly in the hole left for our front door. This hole will have other dimensions, but you can scale slightly in the **"Z"** direction. We will fill the upper gap in this lesson with a couple of planks and a simple ornament that we will model next.

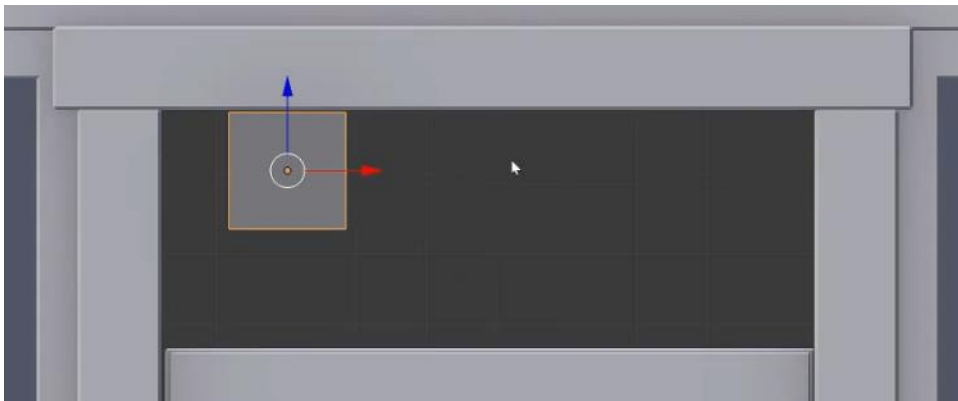


Start by duplicating the door to our second layer so that we keep it in our library of models. You can also go into the N-panel and tick the eye icon on the background image if it distracts you.

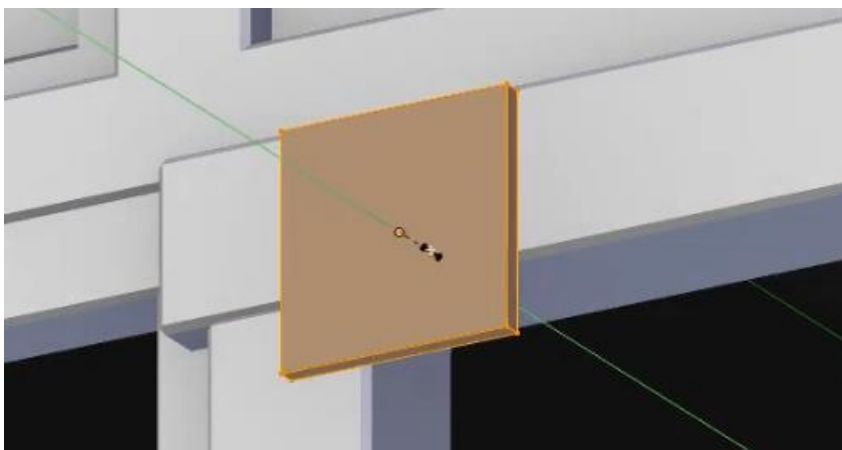


Now we are going to start to model the planks and the ornament over the door. The ornament will be mirrored across using the mirror modifier and the planks will be two equal and simple models. Let's start with those.

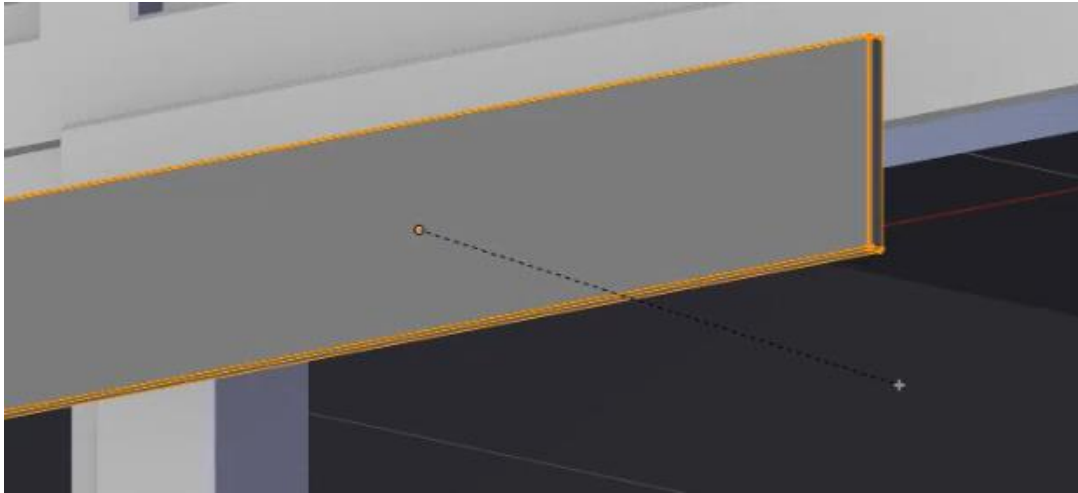
Start by adding a cube through “**shift+a**” or the add menu in the 3d viewport. Drag it into position and scale it down.



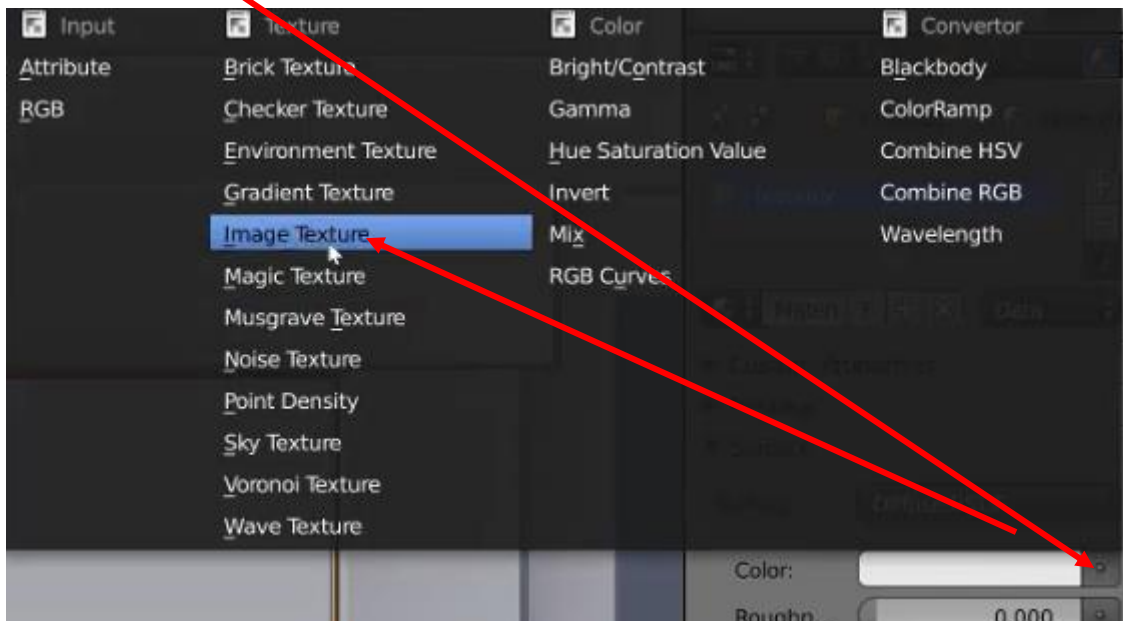
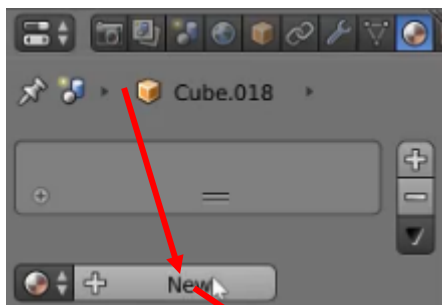
Scale it on the Y axis with “**S**” followed by “**Y**” while the scaling tool is active to constrain the operation.



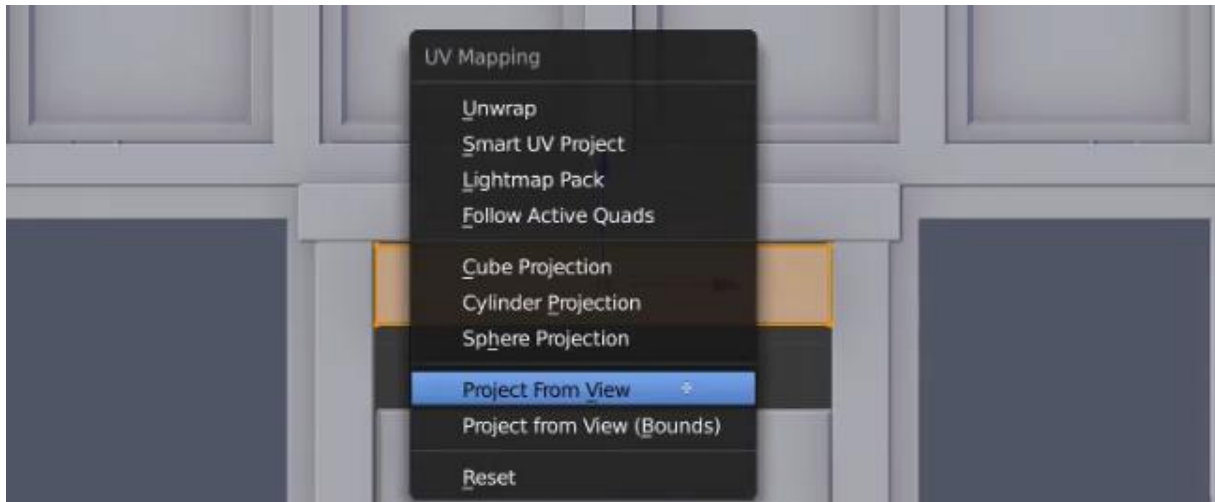
Drag it to the center of the door and scale it on the X axis to fit in the gap. Then drag it into the building. Make sure to apply the scale if you happened to scale the object in object mode before using the “**B**” shortcut to bevel the edges.



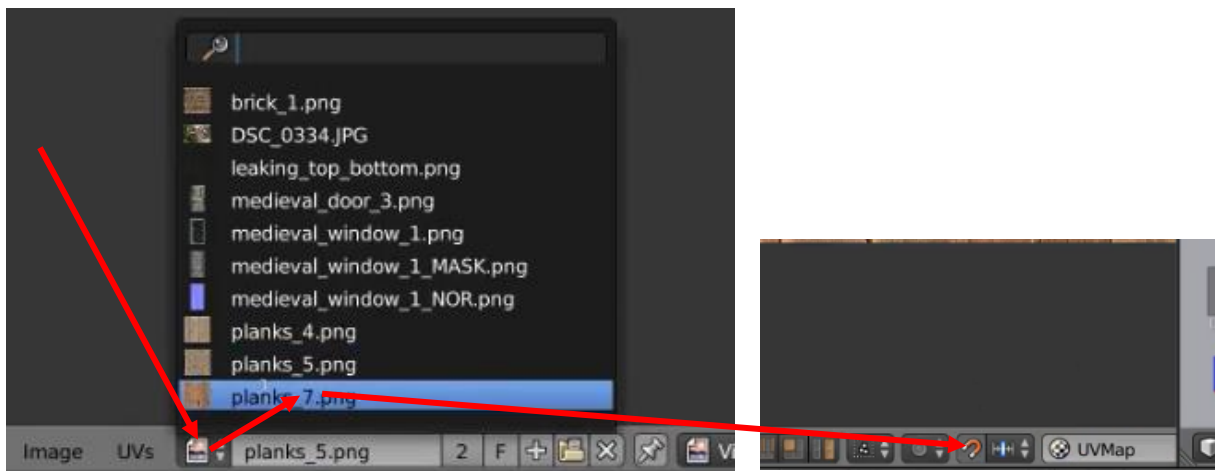
Now we will add a material and add an image texture to it.



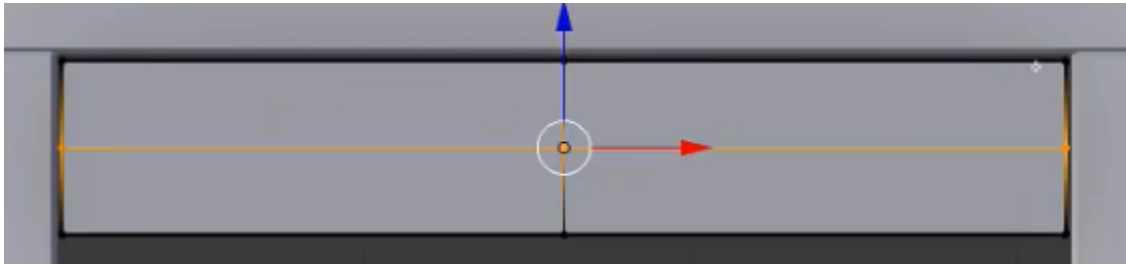
Click open and browse for the image called planks_7.png in the course files. Make sure that you are in edit mode and has the whole object selected and hit “**U**” and “Project from view” when viewing from orthographic front view.



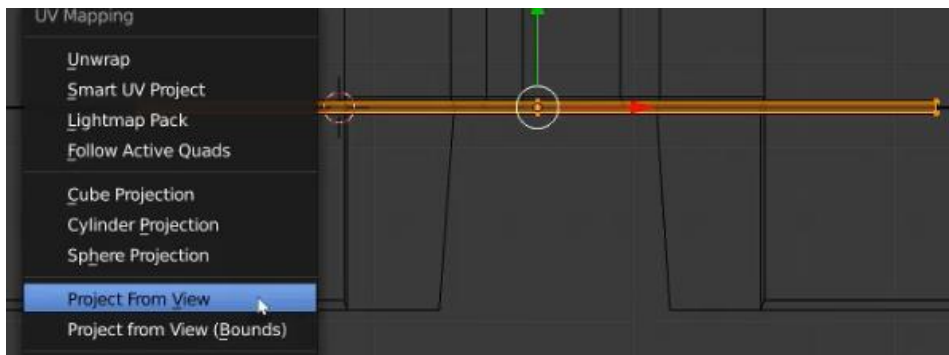
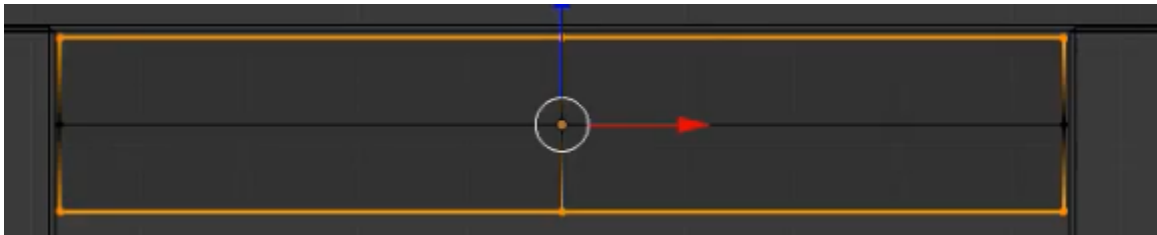
Select the planks_7 texture in the UV/Image editor and rotate the UV-map with the snapping by 90 degrees followed by the scaling operation and move it in place to texture with one for the planks that you like. If you can't see the snapping tool in the bar at the bottom of the editor, hold the middle mouse button down on the bar and drag it along to reveal more options.



Now we will add some more geometry so that we have some more control over the objects look. Add a loop cut around the object in both directions.



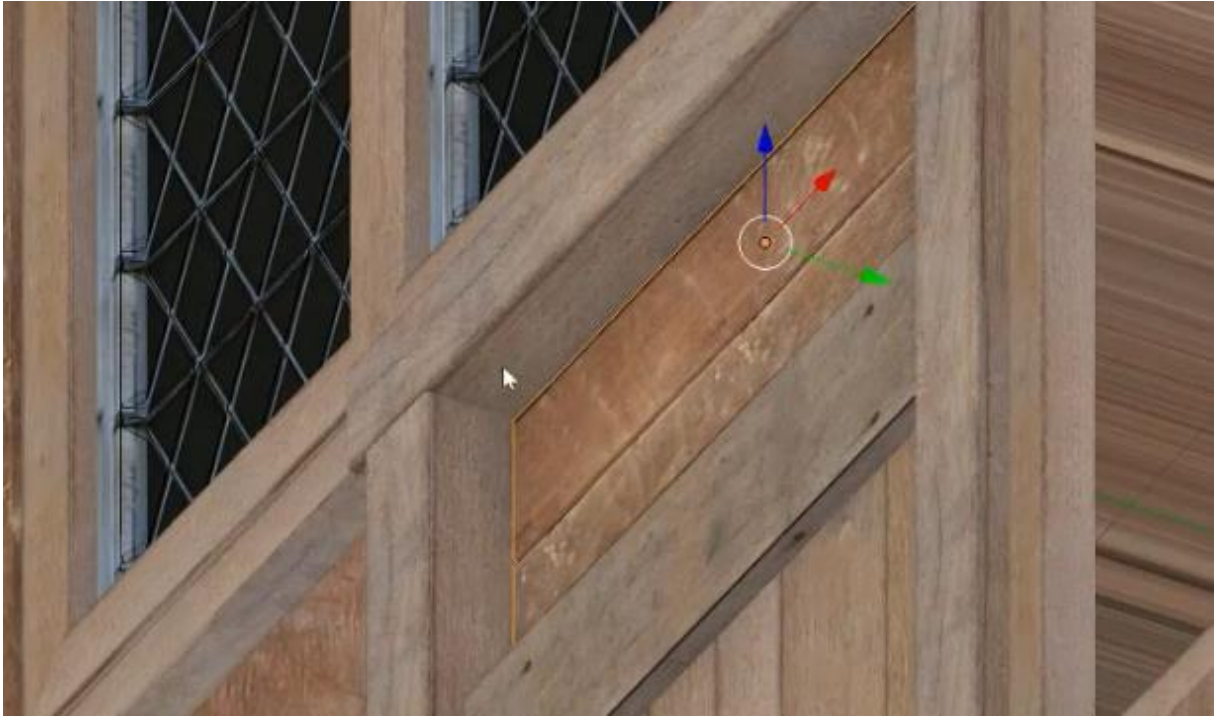
Select the top and the bottom of the object and go into top orthographic view and use project from view to create the UV map for these sides, then scale and position these face in the UV/Image editor.



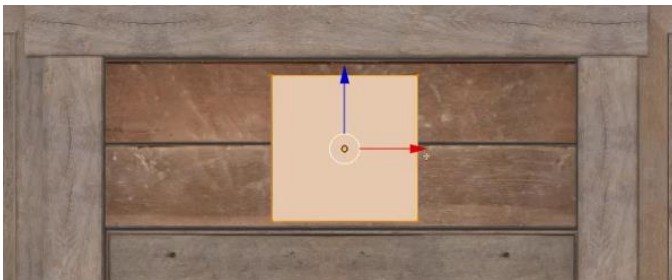
Move the plank inside the building and duplicate it so that we have two planks above each other. Adjust the UV-coordinates so that the planks are not identical. We keep doing this to put emphasis on the importance of not having objects that are exact duplicates. This is the difference between a scene that is good and one that is great. Aim to be great, put in the extra work and you will come out at the end much happier with your result. A shortcut should only be used if it is not compromising the quality of your work.



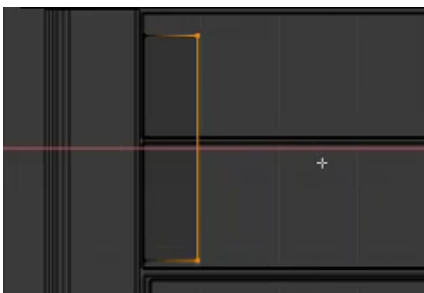
Take a look in material shaded view to see that the result is to your liking. Make sure that it is quite far inside the building because we will add some basic ornament detail outside of these planks.



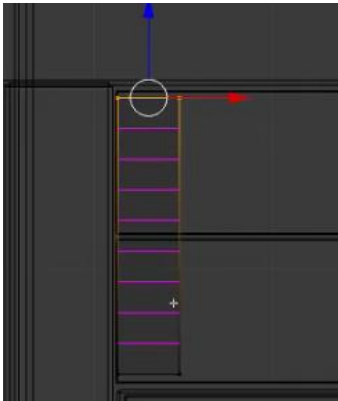
The ornament will be of our own design. We don't have a reference for this. It is a simple object and should be no problem for us to create. Add a cube and move it into position in front of the two planks. Proceed by scaling it down a bit to fit roughly above the door. Place it at the center.



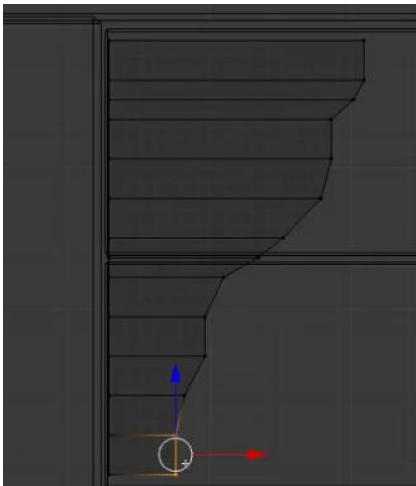
Add a mirror modifier that mirrors across the X axis then go into edit mode and drag the cube to the left side. A cube will be moved to the right as well and this is the work of the mirror modifier. From here go to wireframe mode and select the side of the cube, grab and drag this face so that it becomes a thinner piece.



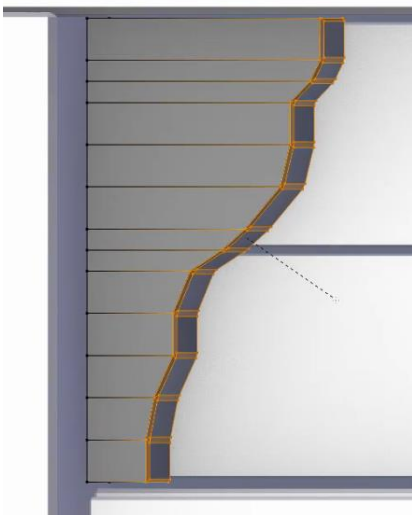
Add loop cuts with “**ctrl+r**” along the object. We will go with 8.



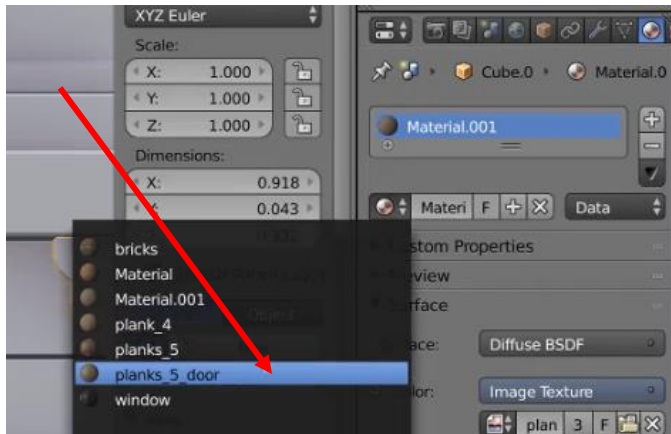
From here we will shape the right side so that it forms a curvy shape. Don't forget to use box select in wireframe view so that you select the vertex behind the one we can see from this view. Create the design of this shape as you see fit. There is no reference for this. Instead we use our creative freedom and design it ourselves. Add a couple of more edge loops if you need for your design.



When you are done with your design, tumble the view around and scale the object on the Y axis to an appropriate width. Then place it in the corner of the door frame slightly intersecting it. As a final part of the modelling step, use the bevel tool with “**ctrl+b**” to bevel the design.



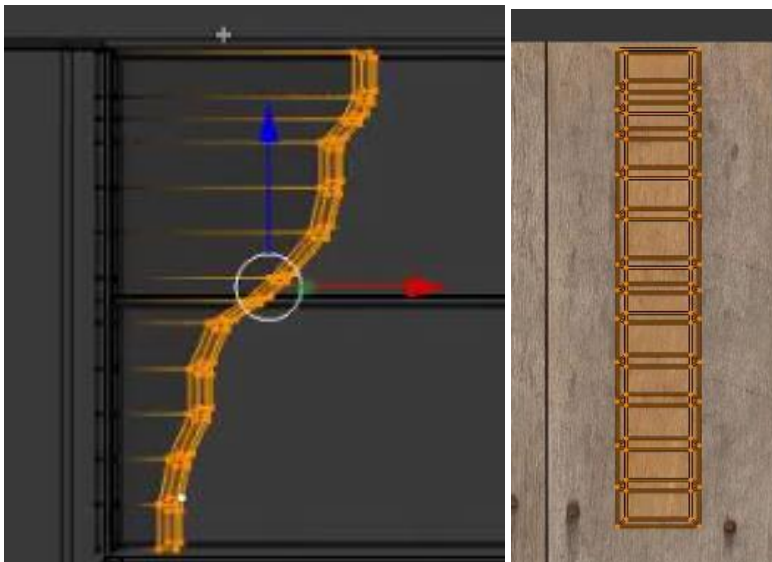
The final step is to apply the texture. We will use the planks_5_door material for this object. Add a new material and select it from the list.



In edit mode we will now UV unwrap with the “project from view” method. Select the whole object, press “U” and chose it. Then scale and reposition the texture within the UV/Image editor. It should cover one plank but not overlap with any nails.



Select the design with the “C”, circle select tool. Then turn the view to sideview ether by repeatedly pressing 4 or 6 on the numpad or to go directly to right view with numberpad 3. From here use “Project from view”. Resize and move the UV-map in an appropriate position



If we now take a look at what we created and compare it to our reference image we can see that the design is slightly different. The original idea was to skip this ornament part but it turned out to still fit in. As an artist you don't have to follow every little detail of your reference. It is good if you create an original design. With 3D art we can never recreate the actual object. We can only create the representation of that object in a virtual world.